
Subject: Re: problem with writing a 2D image .tiff
Posted by [David Fanning](#) on Thu, 03 May 2007 17:09:55 GMT
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aleks.franca@gmail.com writes:

> ok. I have the solution to my problem. I work with grayscale images
> and they have only 6 different pixel values. From 0 to 6. I can
> visualize the image because I created a 6-level-colortable to
> visualize, but when I save it, I cannot see the image because the
> pixel values are very low.
> To save it the way I can actually see the image I have to use the
> command:
>
> image = bytscl(image)
>
> Now I'm confused. Why did that work?

Because now your values are not 0-5, they are this:

```
IDL> Print, Bytscl(Indgen(6))  
0 51 102 153 204 255
```

And these values show up in the color table you are using. But this is NOT what you want to do.

What you WANT to do, is load the six colors you are using to display your image, and scale your image into those six colors. Something like this:

```
LoadCT, 33, NCOLORS=6, BOTTOM=1  
TV, BytScl(image, TOP=5) + 1B
```

In general, if you care about colors (and who doesn't!?), then you should forget you ever heard about TVSCL. :-)

Cheers,

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")
